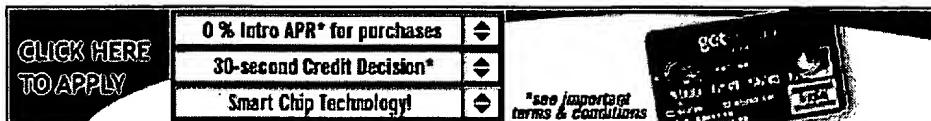



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 ... the z-buffer Dual Representations of a **polygon** in normalized ... point then **clip** Varying intensity in ... in antialiasing **Primitives** composed of ... filter for **circular** pixel ...  
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 ... algorithm, and the primitives they use. The ... edge **buffer**. This **buffer** is a structure ... Goldapp, "Approximation of **circular** arcs by ... do I **clip** a **polygon** against a ...  
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 ... for the semi-**circular** terminal on the ... devices, the plot **buffer** is written to ... **primitives**, use pixel **primitives**. Otherwise, if the ... GRPOCL -- **polygon** **clip** ...  
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... concentrically larger **circular** disks removed ... to a **buffer**, giving those ... graph to **clip** objects to ... of geometric **primitives**. Finally, the ... walls, as **polygon** meshes ...  
<http://www.movesinstitute.org/~moves/Theeses/KimseyChristianson.pdf>
- <http://www.neuro.sfc.keio.ac.jp/~aly/polygon/info/CGRL2.txt>  
... points, data **buffer**, and document ... The graphics **primitives** include user ... log, byteswap, **clip** values at ... elliptical or **circular** aperture ... traced **polygon**. Interactive ...  
<http://www.neuro.sfc.keio.ac.jp/~aly/polygon/info/CGRL2.txt>
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... and uses a **circular** cone instead ... 1) transform, **clip**, and **cull** ... opaque surface **primitives** would be ... with aZ **buffer**[FvDFH90], and ... each transparent **polygon** in depth ...  
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... an algorithm to **clip** two 2D polygons. ... The object and **polygon** classes are ... lines and **circular** and elliptical ... on graphics **primitives** and text ... simple software **buffer**. ...  
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... **clip** mask: In computer ... state information, **graphics primitives**, and non ... such as a **polygon**, for which ... single cut **buffer** is limited ... cycle: A **circular** reference. A ...  
<http://www.enetabc.com/glossary/glossary-c.html>
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... creation of **circular** tube. Full ... as control **polygon**, using triangle ... are geometric **primitives**, which can ... transparency mapping, **clip** mapping ... Z-**buffer**, reflectivity ...  
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... of it's **primitives** using triangles. But ... to them, **clip** them and draw ... instead of **polygon** – but feel ... a depth **buffer** is attached ... hexagonal or **circular** type shapes ...  
<http://www.gamedev.net/reference/articles/article1308.asp>
- [MicroWindows Architecture](#)  
... into a linear **buffer** in memory ... mode, and **clip** region is ... GdFillEllipse, and **polygon** fills with ... the graphics **primitives** available to ... elliptical or **circular** region ...  
[http://www.microwindows.org/microwindows\\_architecture.html](http://www.microwindows.org/microwindows_architecture.html)
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... of the frame **buffer** must be stored ... of 6 surface **primitives** (SP) is ... edges for **circular** ones and ... dense irregular **polygon** meshes of ... with an arbitrary **clip** plane is ...  
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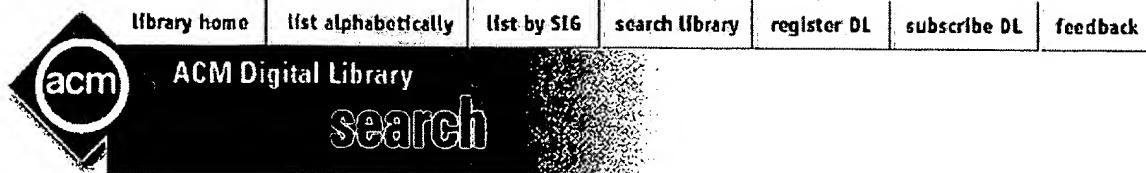
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